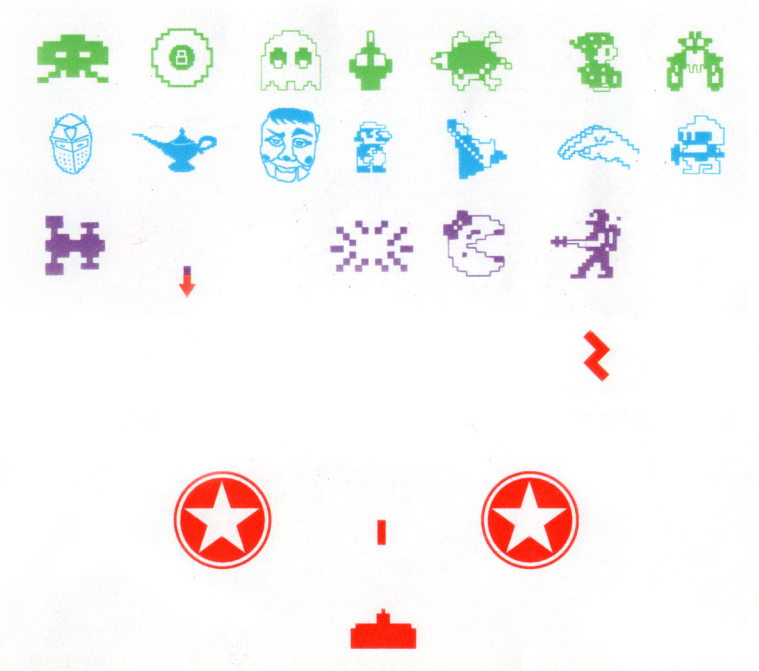
CALIFORNIA EXTREME 2005



INVADED

August 6th & 7th, 2005

San Jose, Ca

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Revenge from Mars owners, your time has come!! The long awaited RFM version of the kit is almost finished, and we will be taking pre-sale orders very soon. Visit us at **http://www.ufopinball.com/** for more details, and add your name to the waiting list for the AFM and/or RFM mini-saucer LED kits!!

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resistance is fuhle!

We're glad you beamed up! We want to welcome you to the 9th episode (or is it the 8th prequel?) of **California Extreme**, where you can join in our celebration of the best of classic arcade games. Featuring examples from the 1940's to as recent as last month, the games we present to you are a cross-section of American History, Coin-op Arcade Division. Here you can re-visit favorites from the past, try current popular titles and spend a little time getting to know your competitive side. Save your quarters for the laundromat, all games are on free-play! All we ask is that you be respectful of aging equipment, every machine here is a prized part of someone's collection that has been generously brought to the show to share with you. So press a start button and get ready to clobber an alien or two...maybe you will be inspired to start your own collection!

Your Hosts, the CA Extreme Team!

Left to right, Mike Louie, Chris Knight (rear), TJ Beyers (kneeling), Tom Bombaci, Scott Evans (rear), Mark Birsching (kneeling), Ken Chaney (rear), Jonathan Koolpe, Bob Ellingson

Hey Earthling! Would you like to buy or rent a game for your home or spaceship? Got one that needs repair? Get in touch with one of the folks above, they can help!

Show Schedule

See Notice Board at Registration for location of special events, and for any changes to the schedule below. Pay attention, the times listed below may be adjusted, depending on availability of staff/resources! Drawings will be held at various times throughout the show, keep listening to the PA system. See pages 6 & 7 for details about the speakers and seminar topics.

Saturday, August 6

11:00 AM	Doors Open to General Admission Public
12:00 Noon	"Pinball Design 101" -- Seminar
12:00 Noon - 11:00 PM	Qualifying Rounds, Pinball Tournament -- see pg. 15
1:45 PM	"Video Game Tips'n'Tricks Panel" -- Seminar
3:15 PM	"Starcade" -- Seminar
3:45 PM	"Professor Pac MAME!" -- Seminar
4:00PM	"How to play Pinball" -- Clinic
4:45 PM	"UFO Pinball" - Seminar
5:15PM	"The History of the Coin Operated Baseball Machines"
6:00PM	No Limit Pinball Tournament Begins
7:00PM	"How to play Pinball" -- Clinic
9:00PM	"Mechanical Monsters" -- Live Demo
9:00 PM - 11:00 PM	More Qualifying Rounds, Main Pinball Tournament
12:00 Midnight	Everybody out!

Sunday, August 7

11:00 AM	Doors Open to General Admission Public
11:30 AM - 3:00 PM	Yet More Qualifying Rounds, Pinball Tournament!
12:00 Noon	"Atari Panel Discussion and Film Festival"
12:00 Noon	"How To Play Pinball" -- Clinic
3:00 PM	Pinball Tournament Finals begin
3:15 PM	Grand Prize Drawing
5:00PM	"Video Championship" -- Seminar
9:00 PM	Everybody out! Thanks for coming, see you next year!

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2004 Memories

SPEAKERS AND SEMINARS

(times subject to some adjustment)

4:00 PM & 7:00 PM Saturday, 12:00 Noon Sunday
"How to Play Pinball" — Clinic with pinball champs Bowen Kerins, Rick Stetta, Jim Belsito. Learn the tricks and techniques - straight from the wizards themselves! Note, these seminars will be held in the lobby!

Noon Saturday
"Pinball Design 101"
Greg Dunlap, Ted Estes, and Steve Ritchie They know a thing or two about pinball design. They brought you favorites like Black Knight, High Speed, Monopoly, Star Trek: The Next Generation, and Twilight Zone.

Pinball creators Greg Dunlap, Ted Estes, and Steve Ritchie will be on hand to discuss game design. Find out about how a rule set evolves for a game and why your favorite shot is so easy or impossible to hit!

1:45 PM Saturday
"Video Game Tips'n'Tricks Panel"
Mark Alpiger, Jason and Anna Cram, Jonathan Koolpe, Franz Lanzinger, Dave Nelson Ever wonder about how to get good...really good...at some of your favorite classic video games? Just how do you get all of the gems in Crystal Castles? Or how do you take out those pesky Pulsars and Fuseballs in Tempest and live to tell about it? And what about surviving a fireball onslaught in Warlords? Join our panel of experts from around the country as they offer advice, tips, tricks and other strategies on how to improve your scores and overall gameplay.

Panelists will discuss many great classic video games including Tempest, Warlords, Crystal Castles, Food Fight, Pengo, and others. They will show how they have perfected their techniques and reveal interesting tips or secrets that can help you, too, to become a better player. Several panelists are world record holders so they know what they're talking about!

3:15 PM Saturday
"Starcade"
Jim Caruso From the idea inspired while laying on the sand in the Caribbean to making the deal with Ted Turner at NATPE in 1980 - Starcade in a nutshell with the other nuts that want to produce broadcast TV shows.

3:45 PM Saturday
"Professor Pac MAME!"
Does this sound familiar? "I have a rare game that is broken, but the cost or complexity of fixing it is overwhelming! I don't want to use MAME to fix it because it will lower the value of my game."

SPEAKERS AND SEMINARS (cont'd)

What if you could use MAME to fix your game without lowering the value? What if you could revert back to your game's original PCBs in minutes?
In this keynote discussion, you will learn that this is all possible. Additionally, you will be given an overview of how to duplicate custom functionality with MAME, such as control panel lamps and LEDs. A converted Professor Pacman will be present for a demonstration.

4:45 PM Saturday
"UFO Pinball"
Bill Ung UFO Pinball presents the Attack from Mars Mini-Saucer LED Kit and other after-market modifications. The AFM-LED kit made its premiere showing at the California Extreme show in 2004. Bill Ung will talk about the overall design of the kit, with Q&A. Bill will also be presenting the prototype board for the the new Revenge from Mars version of the kit, and possibly some other mods that are in development.

Bill Ung has been a pinball collector since 1992 and has more than a dozen pinball machines. Bill started UFO Pinball in mid-2004 to market his invention, the Attack from Mars LED kit.

5:15 PM Saturday
"The History of the Coin Operated Baseball Machines" Rob Hawkins
Explore the golden days of arcade games by focusing on this very American form of coin-op entertainment. It's not quite pinball, but the similarity often hides a great deal of unique ingenuity in recreating America's most popular sport.

9:00 PM Saturday
"Mechanical Monsters"
TJ Beyer, Ken Chaney Get a peek at the guts of some of the odd mechanical machines at the show to see what makes 'em tick, click, buzz, bang, sing, and clang. If you have a machine you would like to open up and discuss, let us know and we'll be happy to include your knowledge in the presentation. Meet up in the lobby to join the group.

12:00 Noon Sunday
"Atari Panel Discussion and Film Festival"
Al Alcorn, Ed Logg, Ed Rotberg, Owen Rubin, Kelly Turner, and Scott Evans
The iconic Silicon Valley legend that was Atari, a term virtually synonymous with video gaming, fueled the genre through a rich history with games like Asteroids, Battlezone, Gauntlet, Major Havoc, and Super Sprint. The people who created these games will be here to discuss them and the stories behind them.

The Atari Film Festival returns with fresh footage unearthed from the archives featuring some great commercials, game test footage, and the height of fashion sensibilities!

Come re-live the golden age of video games.

5:00 PM Sunday
"Video Championship"
Roy Shildt of shock and awesome.com will discuss why a permanent Pentathlon of 5 key games must be declared to ascertain who is really the best classic arcade video game player.

Get Past the Classics!

Underappreciated games – is there a sleeper in your future? Do yourself a favor and dig further than the typical "Top Ten" --you might be surprised!

The Internet Pinball Database (www.ipdb.org) lists over 4700 pinball games, the KLOV site ("Killer List of Video Games", www.klov.com) has details on nearly as many arcade video games. Think they're all revered classics? Of course not, there are certain to be some dogs in any list that large. But if you are limiting your attention and exposure to the games that are on every discussion group's "want-list", you may be missing out on some real gems! Don't fall into the trap of "Classic-itis", and just seek out the games that everyone else thinks are cool...make your own determination!

For example, in the pinball world the "Holy Top Ten" of most-desired games would probably be something like Twilight Zone, Indiana Jones, The Addams Family, Cirqus Voltaire, Creature from the Black Lagoon, Funhouse, Whitewater, Pin-Bot, High Speed and Star Trek: The Next Generation. At least, to judge by the message traffic on the rec.games.pinball newsgroup, you would think that these are the top of the heap. These games span the period from 1986 to 1993, and are only from one manufacturer...sure, they are all great games, but that isn't all there is!

Fans of arcade video games are all familiar with legendary names like Tempest, PacMan, Galaga, Defender, Centipede, and Donkey Kong, and with good reason. In their time they were innovative, groundbreaking and maddeningly addictive! But a true gamer that limited his or her exposure to those titles would be seriously short-changed.

If your world of pinball begins and ends with 90's Williams dot-matrix games, you can't call yourself a pinball wizard! Explore the world of electromechanical ("EM") machines, there is a lot of history and innovation there for discovery. Have a game or two on "Doodle Bug", and find out that playfield toys have an earlier history than "Funhouse". Check out the "Bank-A-Ball" woodrail from 1950, this was one of the first pinball games to have its flippers in the position we are used to seeing (before that, they were "backwards" like the ones on the "St. Louis" woodrail). "Jolly Joker" is making its debut at this show, give it a whirl and find out what an Add-A-Ball is all about. EM's have a wonderful sound all their own, so much that the sound is what they use in films and television when they show a pinball game being played, even though the actual prop may be a late solid-state game with speech and music!

Get Past the Classics! (cont'd)

Some pinball games attract somewhat of a cult following amongst collectors, so they aren't exactly underappreciated, but they weren't overly popular with route operators, who are the industry's primary customer. See if you can find a Dirty Harry, Safecracker, or No Good Gofers to play today, you might wonder what the operators were thinking!

Some other "unloved classic-wannabes" you might find at the show today are: Rollergames, Swords of Fury, Surf n Safari, High Roller Casino, Who Dunnit, Space Jam, Baywatch, Stargate, Gilligan's Island, Street Fighter 2 and Lethal Weapon 3. Believe us when we say there is fun to be found!

A question for the raster-crowd: What makes a great video game? Games like Joust, Battlezone, and Burger Time are definitely great games, and their popularity through more than two decades is testament to this fact. However, several thousand video games have been produced through the years and when you consider games that were ported to computers and home consoles, the number is even higher! True, some of these might best have been kept on the drawing board, but many more were terrific games that for one reason or another just never caught the gaming public's eye all that much. Games such as Bosconian, Pooyan, Mad Planets, Black Widow, Cloak & Dagger, MouseTrap, were truly good games that were either overlooked, outgunned in the marketplace, or perhaps time has simply left them behind.

And don't forget the unclassifiable games! The history of amusement arcades is filled with many types of skill and fun diversions...try out "Cosmo Gang", or "Midnight Marauders", "Ringer" or "Prop-Cycle". You won't be sorry!

We at CA Extreme feel that it is time for some of these forgotten games get some well-deserved recognition. Therefore, we are proud to feature a special section at the show entitled "Amnesia Alley — the home of games that you forgot were great to play". Here you will find games that we feel are well worth another look (or maybe even a first look!). Many more will be scattered throughout the showroom floor. You may simply have forgotten these games, or never played them because they have been trashed in discussion groups...in either case, we invite you to make up your own mind. Visit this section of the show and try one or more of these unjustly forgotten gems. You may just discover (or re-discover) a new old "classic!" Take a wander down "Amnesia Alley" and find your own Great Game!

No Limit Pinball Tournament

-- What Is It? --

In addition to our regular "Pinburgh"-type pinball tournament, we are proud to present a new type of pinball tournament...No Limit Pinball! We premiered it last year at CAX 2004 and it was a hit! If you've seen the World Series of Poker, imagine that carried over to a pinball table. Enter once, and we'll give you a bank of points (like a 'stack'). Keep playing matches until you're out of points, or you're the last one standing! We'll give prizes to the last four remaining players. Total prize pool is expected to be $900.

-- When Is It? --

The tournament starts promptly on Saturday at 6:00 pm. It is expected to run about 4 1/2 hours, with a 20-minute break after 2 hours.

-- How to Play --

Each entry is $30 for 200 points in the bank (no, you cannot buy more). Games cost an increasing number of points over time: starting with 20 points per player, and increasing every 20 minutes.

At the end of each ball is a round where any player can risk more of their points -- they can even go 'all in' and risk everything (it's No Limit Pinball). Any players willing to match ('call') the risk continue to play the next ball, and the winner of the game takes all the risked points at the end. ("Second place is the first loser!")

(Once you've played ONE game, you will know exactly how it all works.)

-- Registration --

This match play tournament is limited to 30 players (and is may be full by the time of the show!). To pre-register, contact Bowen Kerins at the tournament reg. table. Pre-registrations will be held until 2 hours prior to the event (which starts PROMPTLY at 6:00 pm, Saturday).

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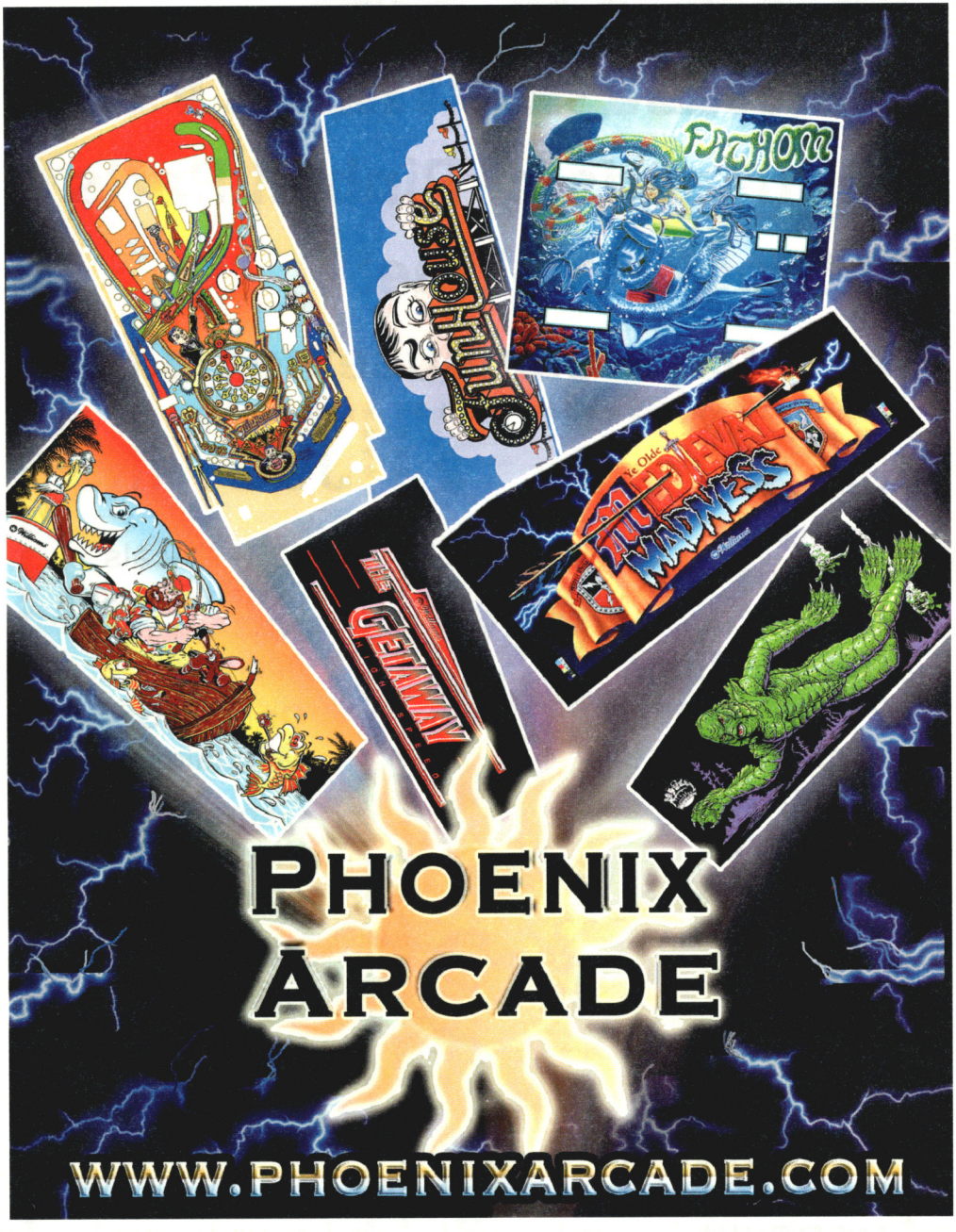
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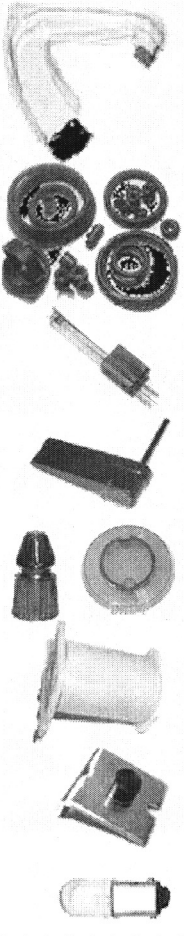

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CA Extreme Pinball Tournament

Rules - Prizes - Information

— Go Ahead, Have a Go! —

Join the fun...even if you are a beginner! We have separate divisions for seasoned "pros" as well as novices...and you could be a wild-card winner no matter how you do! There is nothing like competition to sharpen your skills...remember, "It's More Fun To Compete!"

These rules are the preliminary version taht was available at press time, there is a longer and more detailed, up-to-date version available on the day of the show. Check it out if you like; we have copies in the tournament area.

— What's The Deal?? —

This year's CAX pinball tournament has two divisions. Play by choosing three of your favorite games from our tournament banks, and having your scores compared against all other players in your division. Each qualifying run is scored, and the best qualifiers move on to the final rounds.

If you play in B Division, you have a chance to make the finals no matter how you play by becoming one of our randomly-picked Wild Card qualifiers. So stick around on Sunday afternoon even if you don't qualify, since you might be picked as one of the wild cards!

Special thanks to the folks from PAPA, the biggest name nationwide in pinball tournaments, for their support of our tournament. Visit www.papa.org for more information about PAPA and their upcoming tournaments.

— Hey you, volunteer! —

We are always in need of helping hands in the tournament area. If you are willing to spend some time helping us out, we would really appreciate it. Talk to any CAX staff member if you are interested in helping. Thanks for your support!

— Prizes —

Prizes to be determined at the tournament. see the tournament organizers for all of the prize details

Prizes subject to participation levels. We may raise or lower these prizes based on how many people are playing. So play already!

— Schedule —

Saturday: Qualifying 12:00 pm - 11:00 pm
Sunday: Qualifying 11:30 am - 3:00 pm
Finals: Sunday, 3:30 pm until we crown the champs!

— Entry Fees —

A Division: An entry consists of three games in one qualifying run. Each entry costs $10.
B Division: An entry consists of three games in one qualifying run. Each entry costs $5.

— Qualifying Runs —

Each entry is a qualifying run of three games played on three different machines in the group of machines reserved for the division you enter. When you first get your entry, we will ask you which three games you would like to play in that qualifying run.

When your run is over, we will tally your scores by ranking them against everyone else in your division (see Scoring below). You can enter as many times as you like, and may select different games each time or keep playing the same three.

(Continued on page16)

CA Extreme Pinball Tournament

(Continued from page 15)

— Ending a Qualifying Run —

A player may choose to "abandon" a qualifying run at any time during the run by informing a tournament volunteer. Otherwise, a player's qualifying run ends when they complete their third game. At this time, and only at this time, a player may choose to have their entire run "voided", which is equivalent to it being abandoned.

— Scoring —

** IMPORTANT!! **

To score a qualifying run we assign a number of points to each game played based on the position of that score relative to all other scores on the same machine in qualifying. The score for a qualifying run is the sum total of the three game scores for that round.

A player's total score is NOT their best three games from the weekend, but their best qualifying run. In other words, players cannot "mix and match" scores from several different runs.

A single 1st place score is roughly equivalent to three 11th place scores. Scores below the top 50 will not receive points. Here is a full table of the number of points awarded for each position:

Rank	Score	Rank	Score
1st	100 pts	17th	19
2nd	90	18th	17
3rd	81	19th	15
4th	73	20th	14
5th	66	21st	12
6th	59	22nd	11
7th	53	23rd	10
8th	48	24th	9
9th	43	25th	8
10th	39	26th	7
11th	35	27th - 28th	6
12th	31	29th - 30th	5
13th	28	31st - 32nd	4
14th	25	33rd - 36th	3
15th	23	37th - 40th	2
16th	21	41st - 50th	1
		51st & up	NADA!

— Scoring, Cont'd —

For example, a player who finishes 5th on Beavis, 12th on Go Girl, and 23rd on Goth would be worth 66 + 31 + 10 = 107 points. Note also that all scores are ranked, so you will be ranked against all of your own completed entries as well as those of opponents.

— Rules of the Games —

All non-EM games will be set for three balls, with no extra balls. If you are somehow awarded an extra ball, STOP, and tell us about it. Playing the extra ball would be an unfair advantage.

All attempts will be made to remove random awards.

Any attempt to rescue a ball after it has "drained" (fallen below the flippers or gone through an outlane) will void your game's score. If the ball magically hops back onto the flipper on its own, PLAY IT!

See our detailed version of the rules for more information, including the nitty-gritty about malfunctions and what all else.

— Making it to The Finals —

In the **A Division**, the eight players with the highest qualifying run scores will qualify for the finals.

In the **B Division**, the six players with the highest qualifying run scores will qualify for the finals. Two wild card qualifiers will be selected among all entries in the B Division by random draw. Players must be present to claim wild card qualification.

A player cannot qualify for the finals in more than one position in either division.

(Continued on page 17)

CA Extreme Pinball Tournament

(Continued from page 16)

— "A" Division Finals Format —

The **A Division** Finals consist of head-to-head, two-player matches. CAX will select the machines which will be used in each game of the finals. Machines may be selected from either qualifying bank, or from the event hall.

In the first game of any match, the higher-seeded player selects the order of play (first or second). In each subsequent game of the match, the loser of the preceding game selects the order of play.

The first and second place qualifiers receive byes into the second round.

— "B" Division Finals Format —

The B Division Finals consist of four-player matches with three games in each match. Each game of a match is scored using the following scoring format:

1st Place = 10 pts., 2nd Place = 5 pts., 3rd Place = 1 pt., 4th Place = 0 pts.

At the end of the three games, the two highest-scoring players in each group will advance to the final round. In case of ties, a final head-to-head game will determine who advances.

— "B" Division Finals, Cont'd —

In the first game of each match, the highest-seeded player (from qualifying) selects their position (first through fourth), then the second-highest-seeded player selects from among the remaining three positions, and so forth.

In subsequent games, the winner of the previous game chooses first in the next game, followed by the second-place finisher from the previous game, and so forth.

— More Rules! —

CAX reserves the right to make whatever decision seems appropriate should something happen that is not specifically covered by these rules. In any case, CAX's decision is final, so there.

This is a family show! Watch your mouth, you! Failure to maintain a family-friendly attitude (including, but not limited to, swearing, kicking, biting, stealing, or Stewie-esque tantrums) may result in disqualification, forfeiture of any T-shirts, and das boot from the event.

Still confused? Ask one of the tournament attendants for a copy of the full rules, there may have been late changes!

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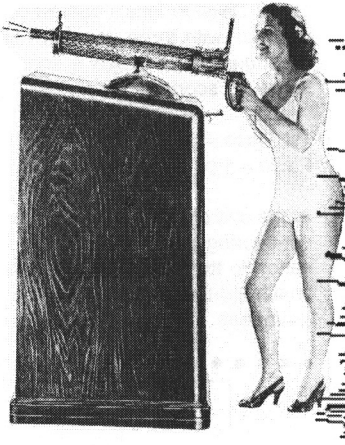

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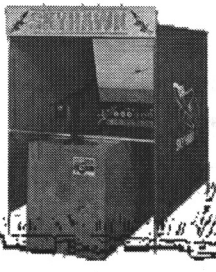

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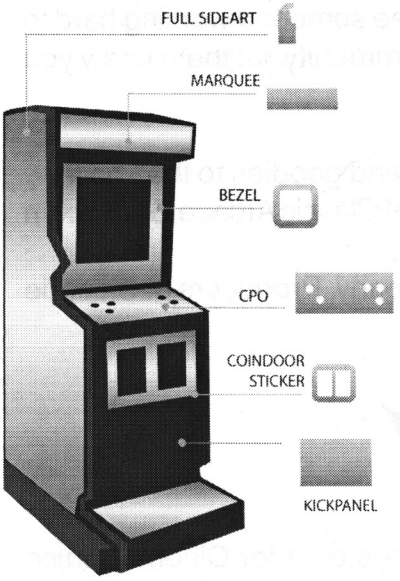

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The following have provided prizes and goodies to the show:
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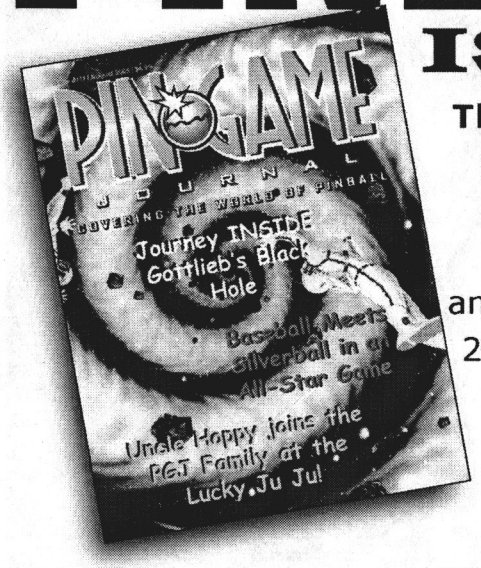
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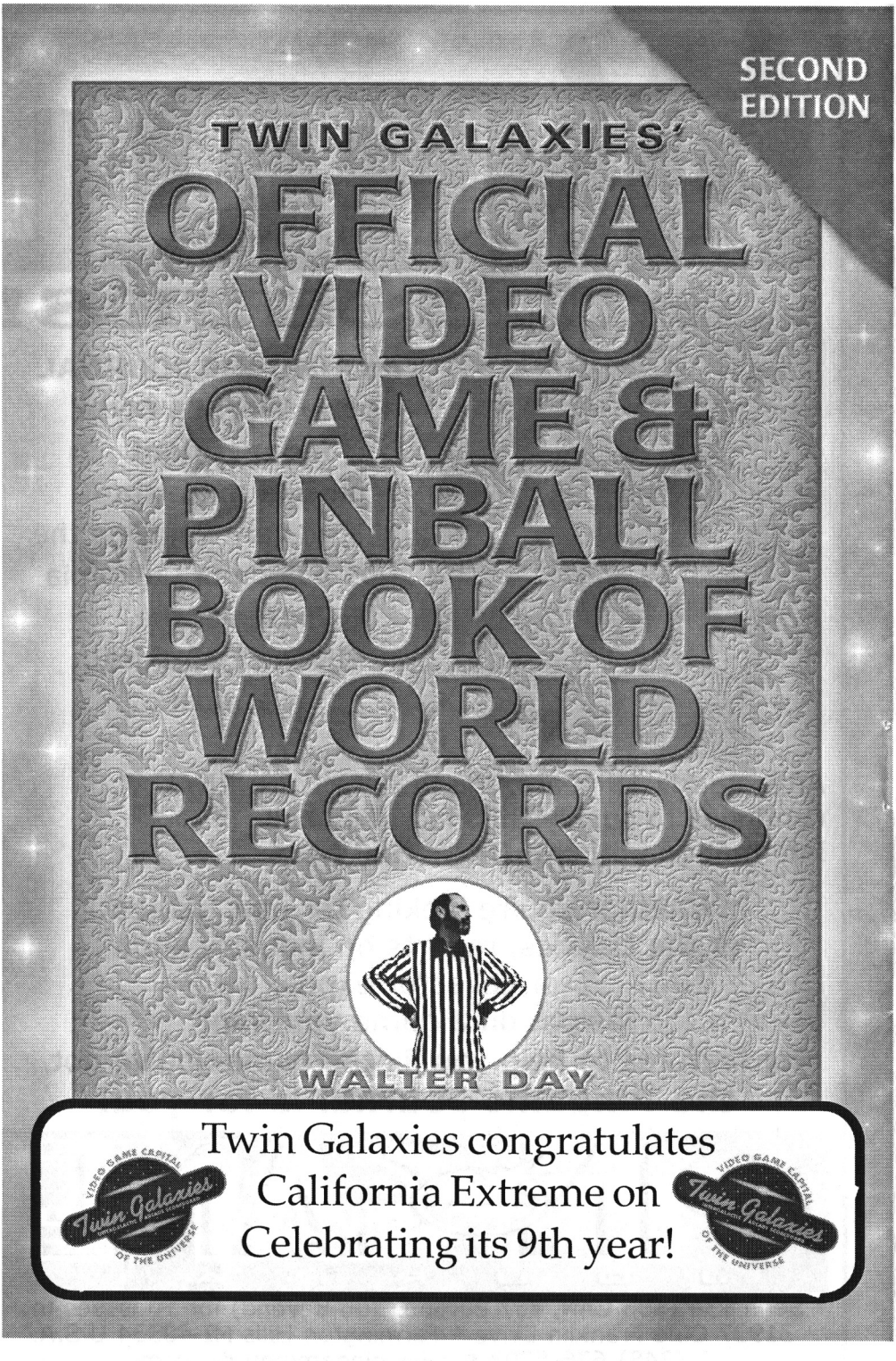
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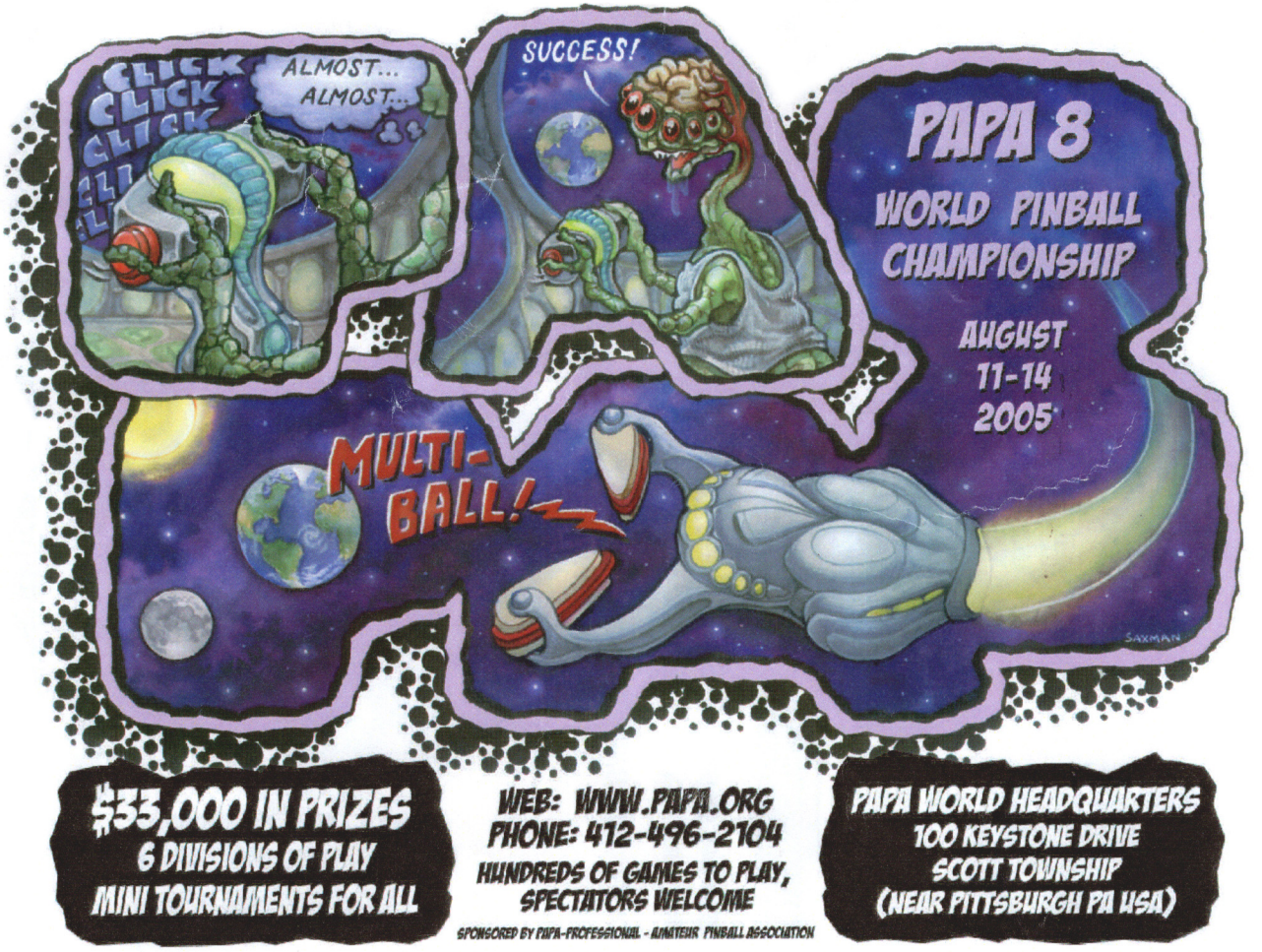
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